

Captain

ZAPP

COMMODORE 64/128



TWENTY FOUR HOURS to save the world! The evil Targ has targeted Earth with planet-killer missiles. To stop him destroying life as we know it, you must take the part of Superhero Zapp and foil the dastardly plot.

Targ must die if the Earth is to live. He carries the missile controls with him and only by destroying these can you hope to succeed. The start of your mission has not gone well. Your ship has crashed into the jungle on Targ's world and instead of a nice simple dogfight and a good dose of orbital bombardment to solve the problem, you're gonna have to go get him the hard way.

If you can find Prince Goram's cave dwelling he may be able to help. At least he could provide you with some transport to get after Targ. First you will have to win his respect and that won't be easy. You don't survive on Targ's world by being into pressing wild flowers and collecting teddy bears, after all!

Assuming you can pull that off, the final challenge will be to intercept Targ and his robot guards and blow him away before he can activate the missile controls. The guards can fly, are heavily armed and are definitely not members of the Zapp fan club. Their plans for you are short, but spectacular.

As in all the best challenges, time is short. In twenty four hours the Earth goes up in smoke unless you can do something fatal to Targ. The seconds are ticking away already ...

PLAYING THE GAME

Due to the enormity of your task, Zapp (the game) loads in three parts. Follow the on-screen instructions carefully to make your way through the plot. (You cannot load the later stages without completing the early tasks). The three sequences are:-

- i) **Jungle:** make your way through the undergrowth to the Caves of Goram. There are ravines to be jumped, ammunition to be collected, skeleton monkeys and various other nasties to be avoided or blasted; as well as working out where you are, let alone when you're going.
- ii) **Goram:** in order to win the respect of the Prince, you will have to defeat him in a little friendly (!) hand-to-hand combat. Should you succeed, you will be given directions to intercept Targ and provided with a jet-bike.
- iii) **Jetbike Pursuit:** suitably kitted out with Goram's mean machine, you have to track down Targ using the on-board instruments and deal with the rearguard, a minefield and power gates on the way. If you get close enough you'll have earned the chance to put an end to Targ the terrible!

CAPTAIN ZAPP

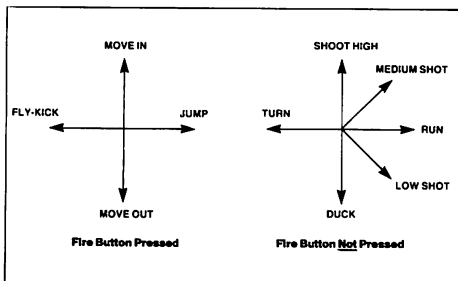
CONTROLS AND HINTS

i) In the Jungle (see Screen Shot No. 1)

Below the jungle on the right is the game clock, reminding you how long you have left to complete the job. Every time you're knocked out the clock will run on while you're coming round. Different mishaps will take different amounts of time off your 24 hours. Below that are the chambers of your gun, showing how many shots you have left. To the left is a guide to how the areas fit together. (You'll have to work that out for yourself!).

Try to stay on your feet long enough to map out your surroundings! At crossroads you can move into and out of the screen by holding the fire button and moving the joystick in the direction you want to go.

The other joystick controls are:



Directions are relative to direction of player movement i.e. controls reverse when he turns around.

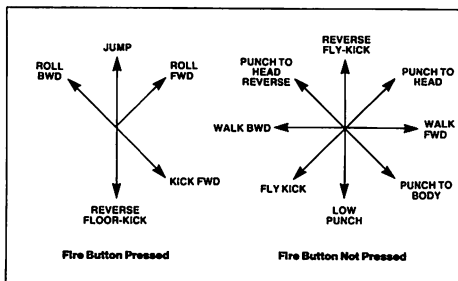
Making a map is really vital to successfully getting through this first phase of the game. Landmarks are not repeated so keep a note of them. Arrows are being helpful.

Not everything which attempts to crunch you need be shot at. Some things can be ducked, kicked or jumped over. If you do go blowing away anything that moves, you'll need to make good use of the ammunition boxes. They can only be called on ONCE each so don't waste them.

ii) Battling Goram (see Screen Shot No. 2)

Below the two struggling figures is shown the state of play, depicted as a tug-of-war. This indicates how close Goram (to the right) or Zapp (to the left) is to victory. You must pull the centre bar all the way to the left to defeat Barin and gain the help you need.

This is achieved by hitting him more than he hits you! Sounds simple, but you just try it. A range of moves is available to you, controlled like this:-



Again directions are relative to player direction and reverse when he turns round.

It's best to fight in bursts, backing off if Goram starts to get the better of you. This is not going to be easy and there are no quick wins to be had. Learn the moves and use combinations to confuse him, striking high/low wherever you get the chance. The longer the fight continues the better it is for you. Goram will begin to tire – eventually – and will become less mobile. Be cautious at first, try to lose as little ground as possible at the start when Goram is at his strongest.

iii) On Your Bike (see Screen Shot No. 3)

On the bike control panel is shown the power gate direction (top-row). Move left or right to centre the block on the indicator. The graduations down the side of the screen show your shield strength. The higher the better. When the two square lights flash, with Targ in view, he is within range of your missiles. Fire!

CAPTAIN ZAPP

The joystick controls both your movement and fire. Move left and right and the bike moves with you. Up and down aims the shot. In order to reach your maximum possible speed, a number of the flying guards will need to be taken out. Each one that passes makes it more difficult for you.

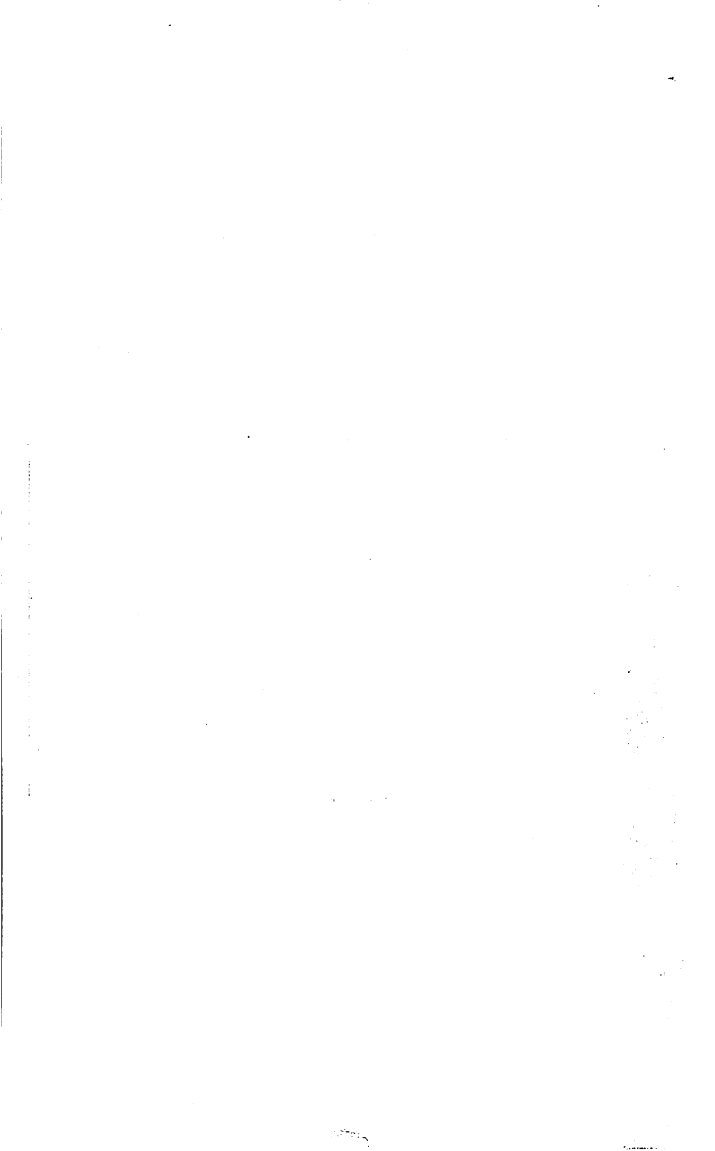
Once travelling at speed, steer through the power gates to build up your energy levels. These will have been sadly depleted by the robot guards dropping heavy explosive objects on you. One more little obstacle appears on the form of a minefield. Targ lies beyond it. All you have to do is steer through, without hitting anything. Each contact depletes the energy levels again. Quickly fatal.

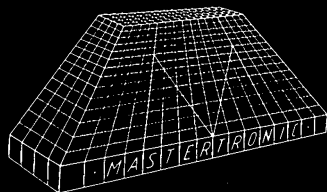
Should you defy the odds triumph over adversity and all that, you will catch sight of Targ as he flashes along on his jet-bike. Take him out quickly, as he fights back in a particularly efficient manner.

Done all that? Good – you've saved the world!

To practise any or all of the game, load side two of the disc and choose from the on-screen menu.

You don't score points for practising!!





© Mastertronic Limited 1986